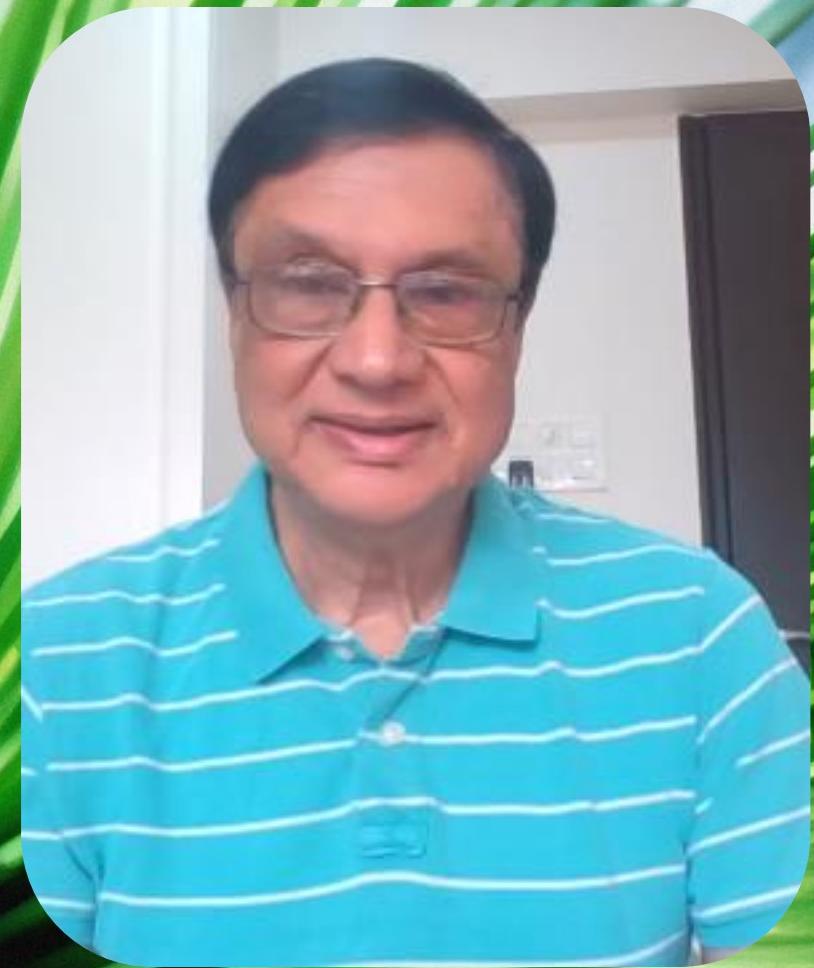
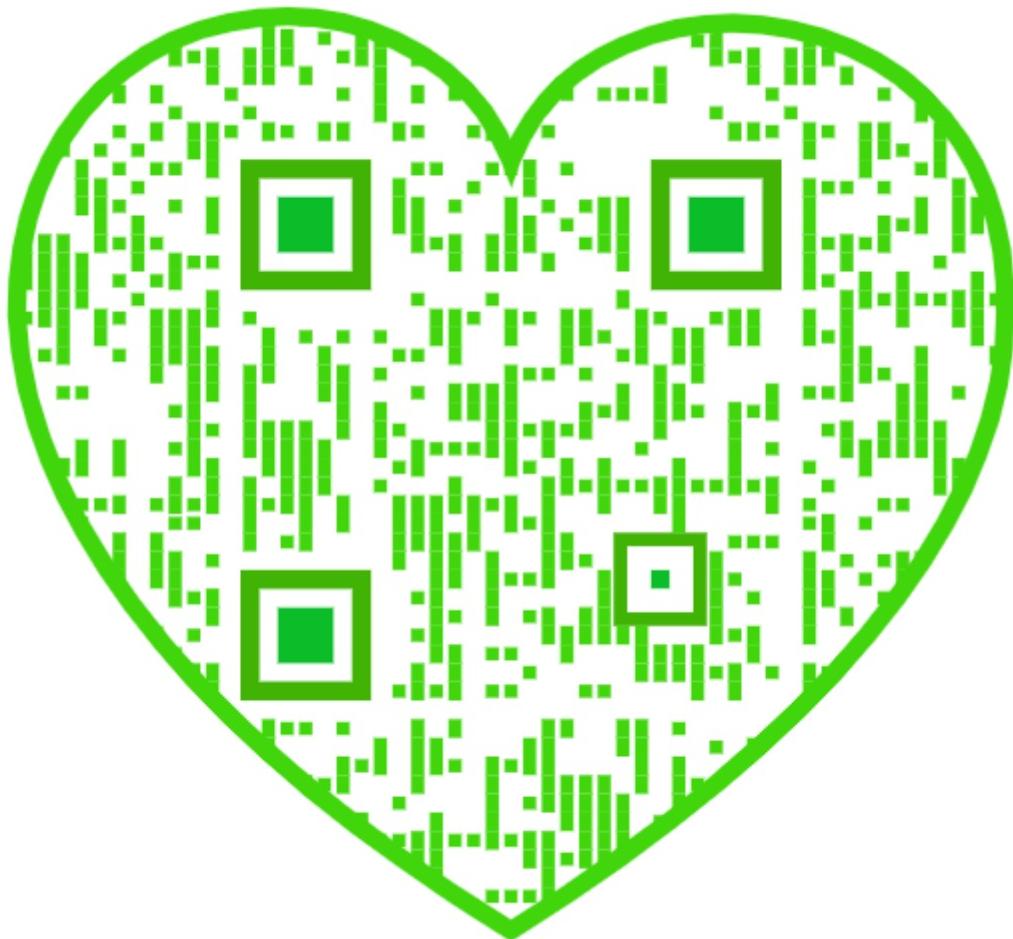


Master in Artificial Intelligence



Roadmap to become AI Engineer





Purpose

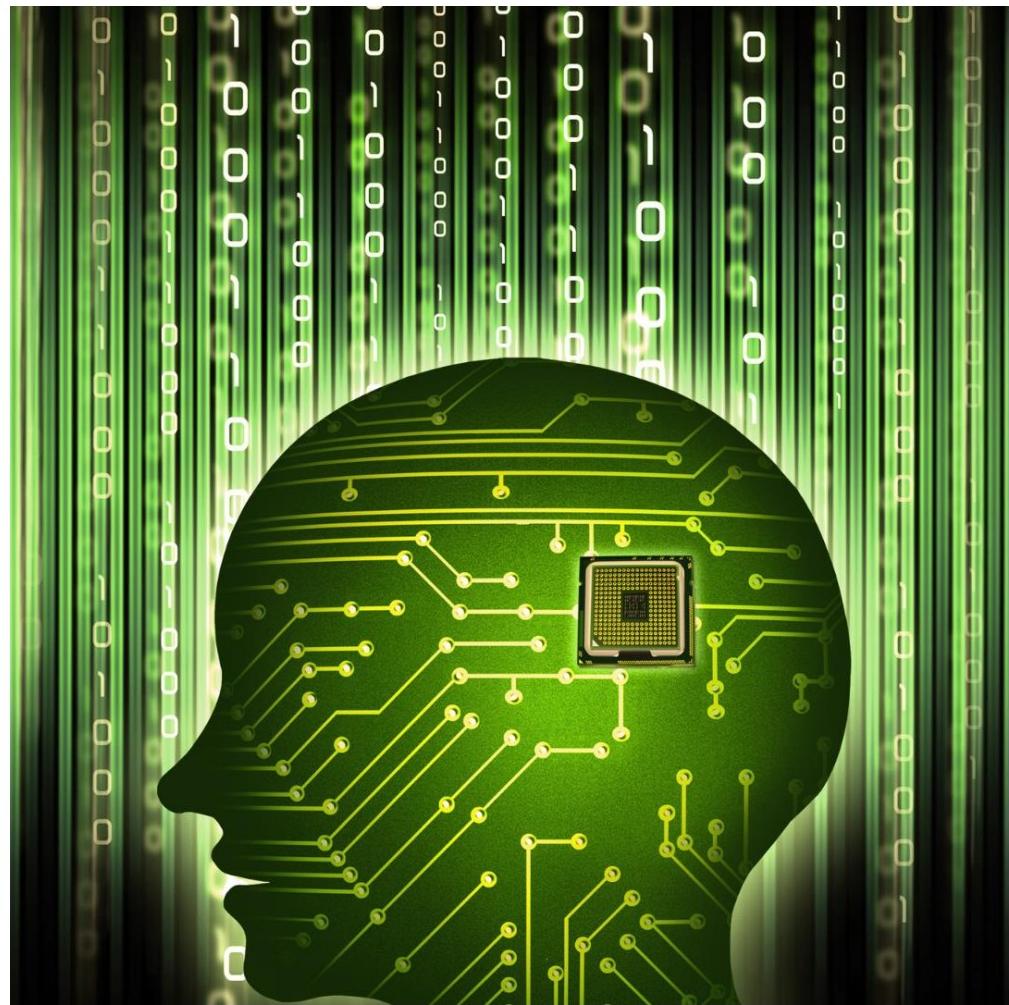
The purpose of the section is to help you learn about a roadmap to become a Successful Artificial Intelligence (AI) Engineer

At the end of this lecture, you will learn the following

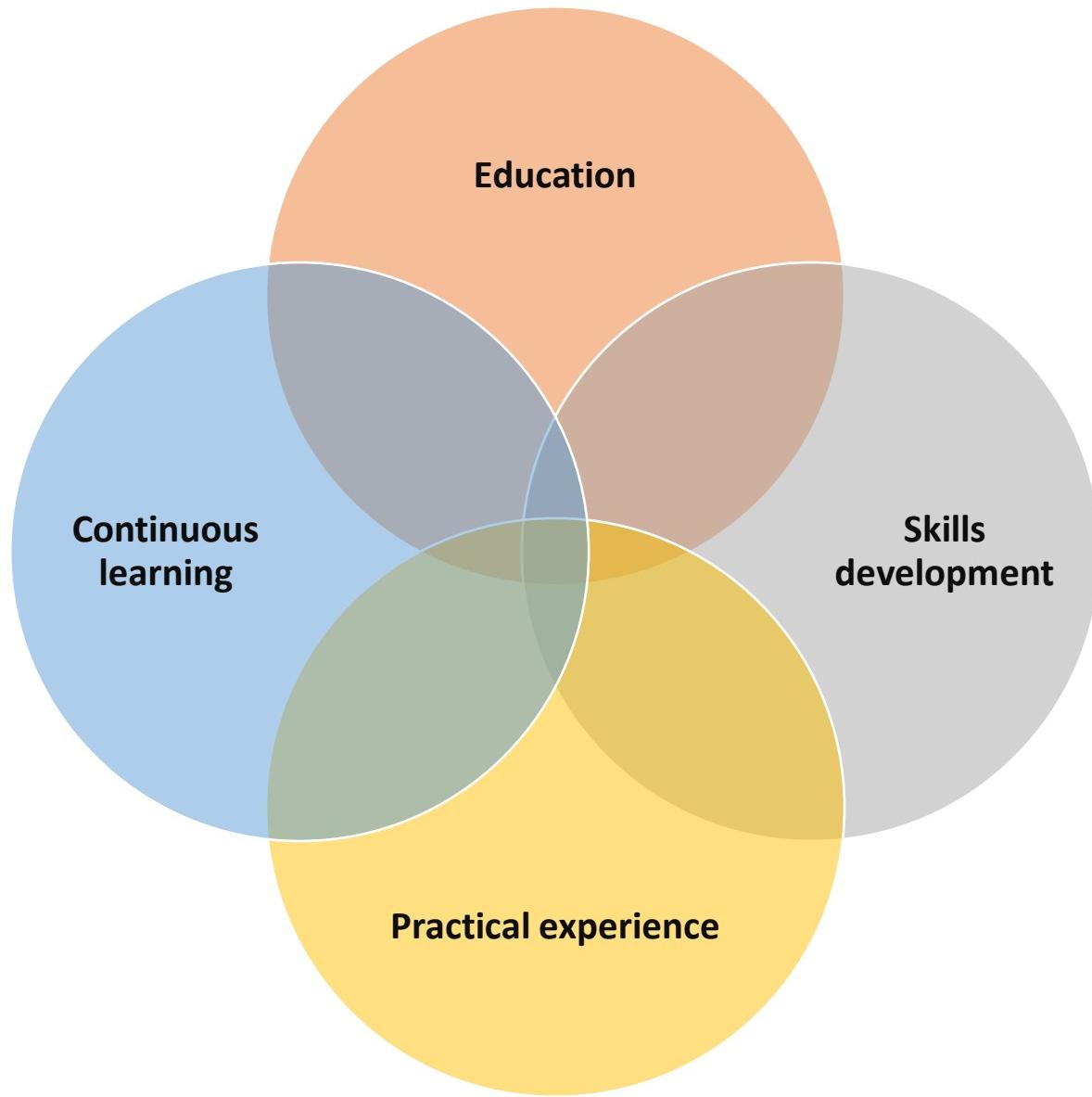
- How to become a successful AI Engineer



How to become a Successful AI Engineer?



How to become a Successful AI Engineer?



Educational Background

Advanced degrees such as a master's or Ph.D.

Artificial intelligence

Machine learning

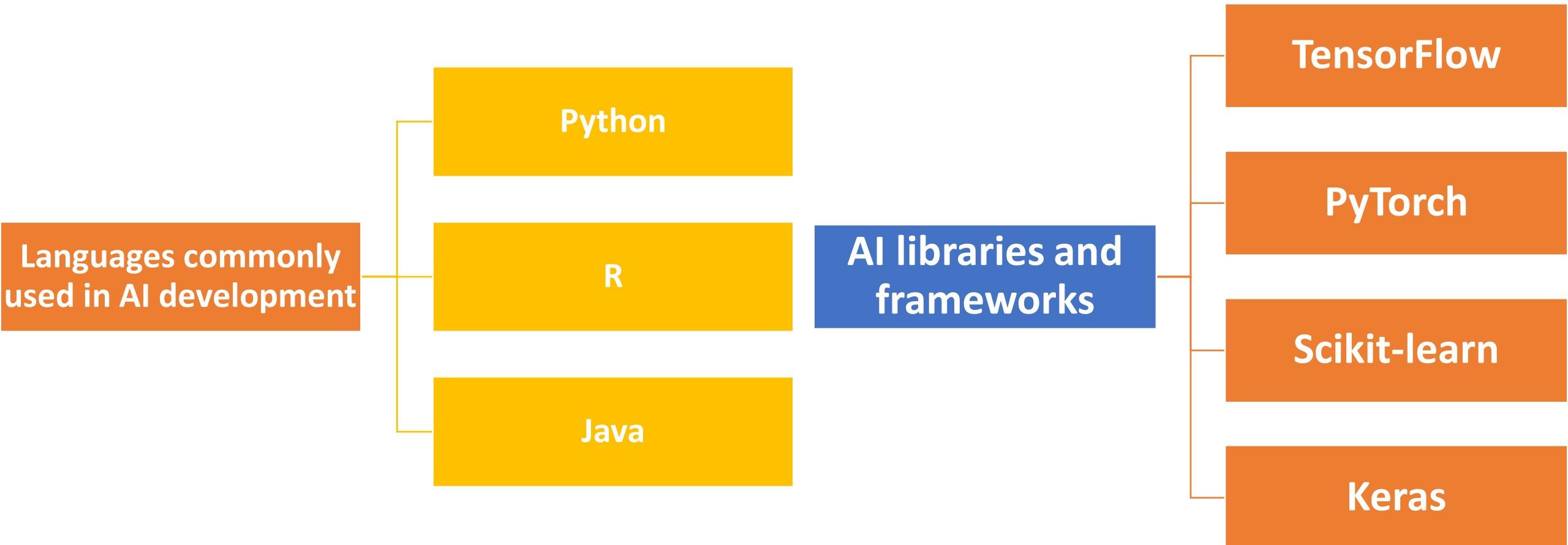
Bachelor's degree

Computer science,
mathematics, engineering, or
a related field

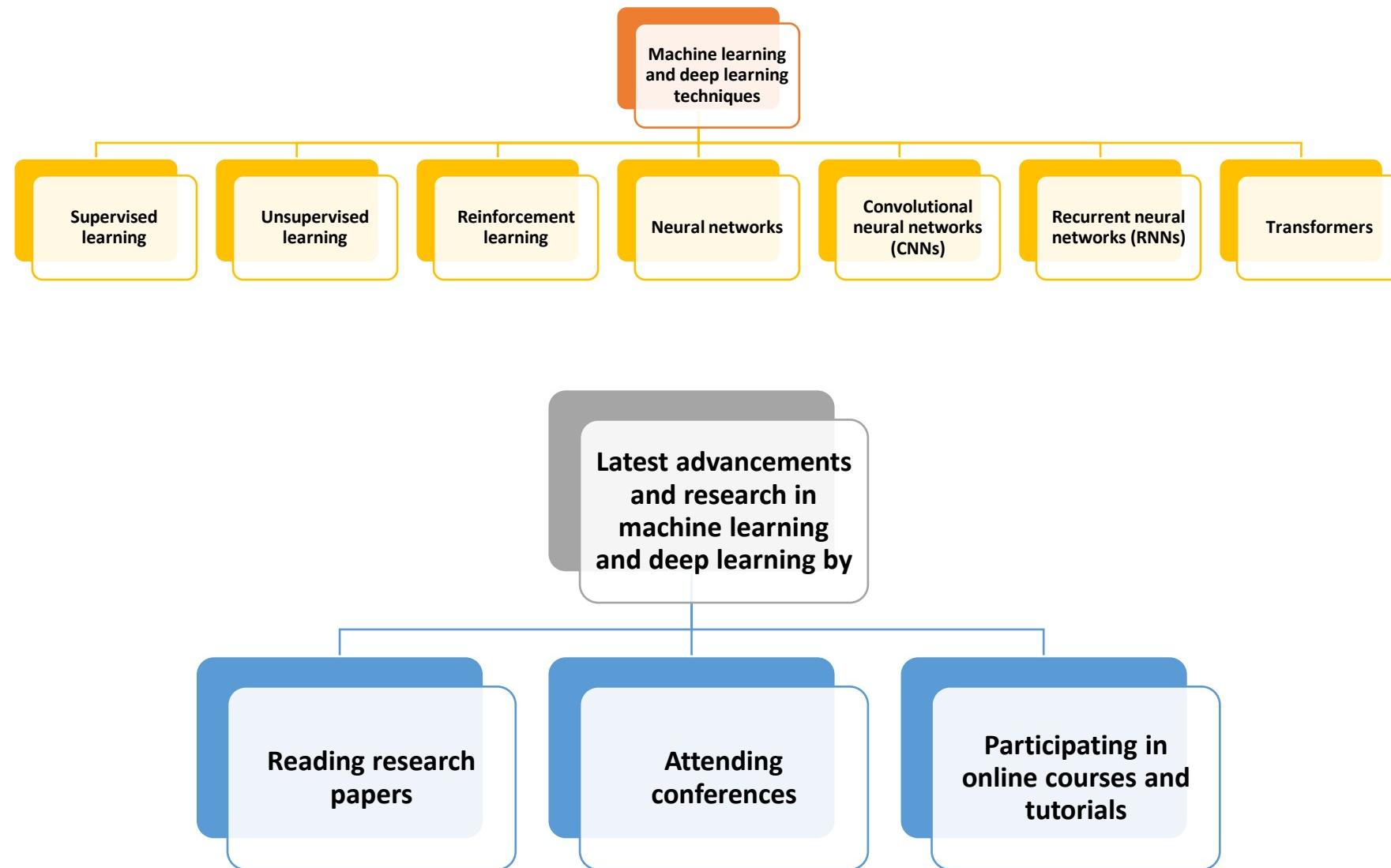
Computer science, mathematics,
and statistics



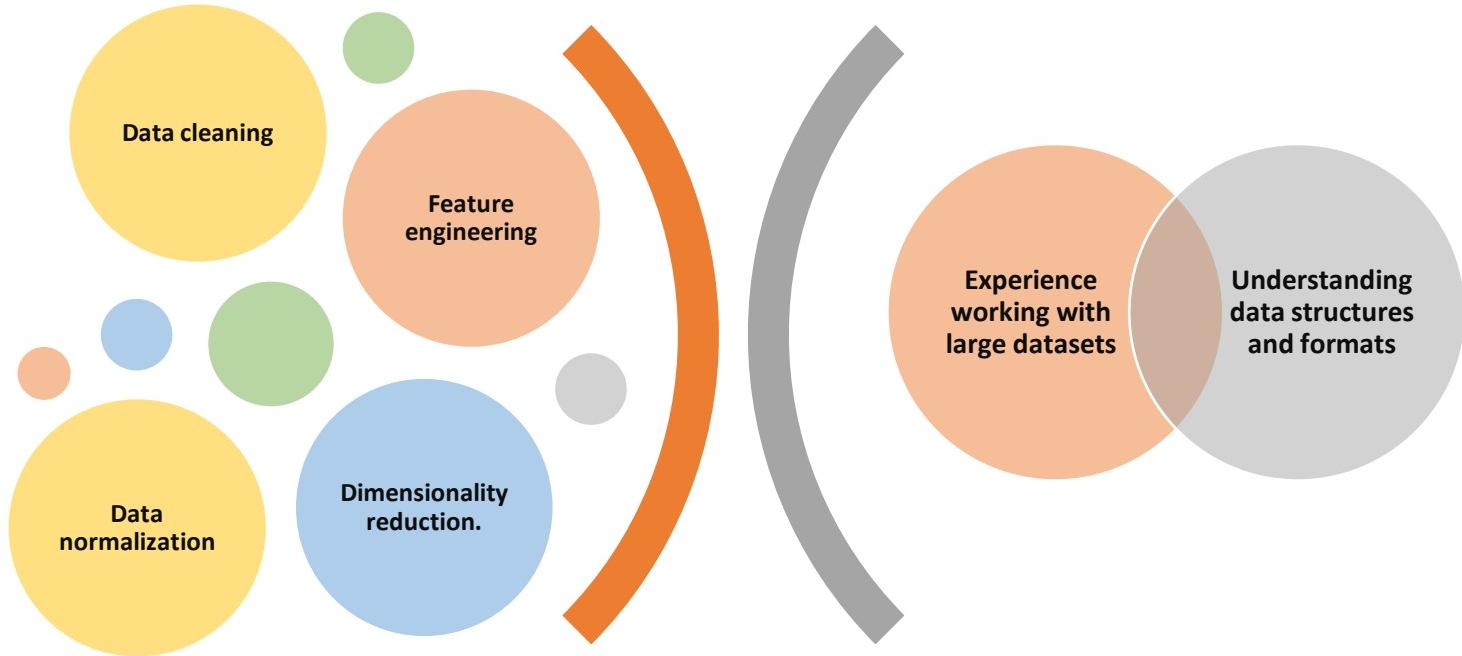
Gain Proficiency in Programming



Deep Learning and Machine Learning



Data Handling and Preprocessing



Learn how to handle and preprocess data effectively, including techniques

Gain



Algorithm Implementation and Optimization

Develop
the
ability

Implement
machine learning
algorithms and
models from
scratch

Optimize existing
algorithms for
performance and
scalability

Learn

Optimization
techniques

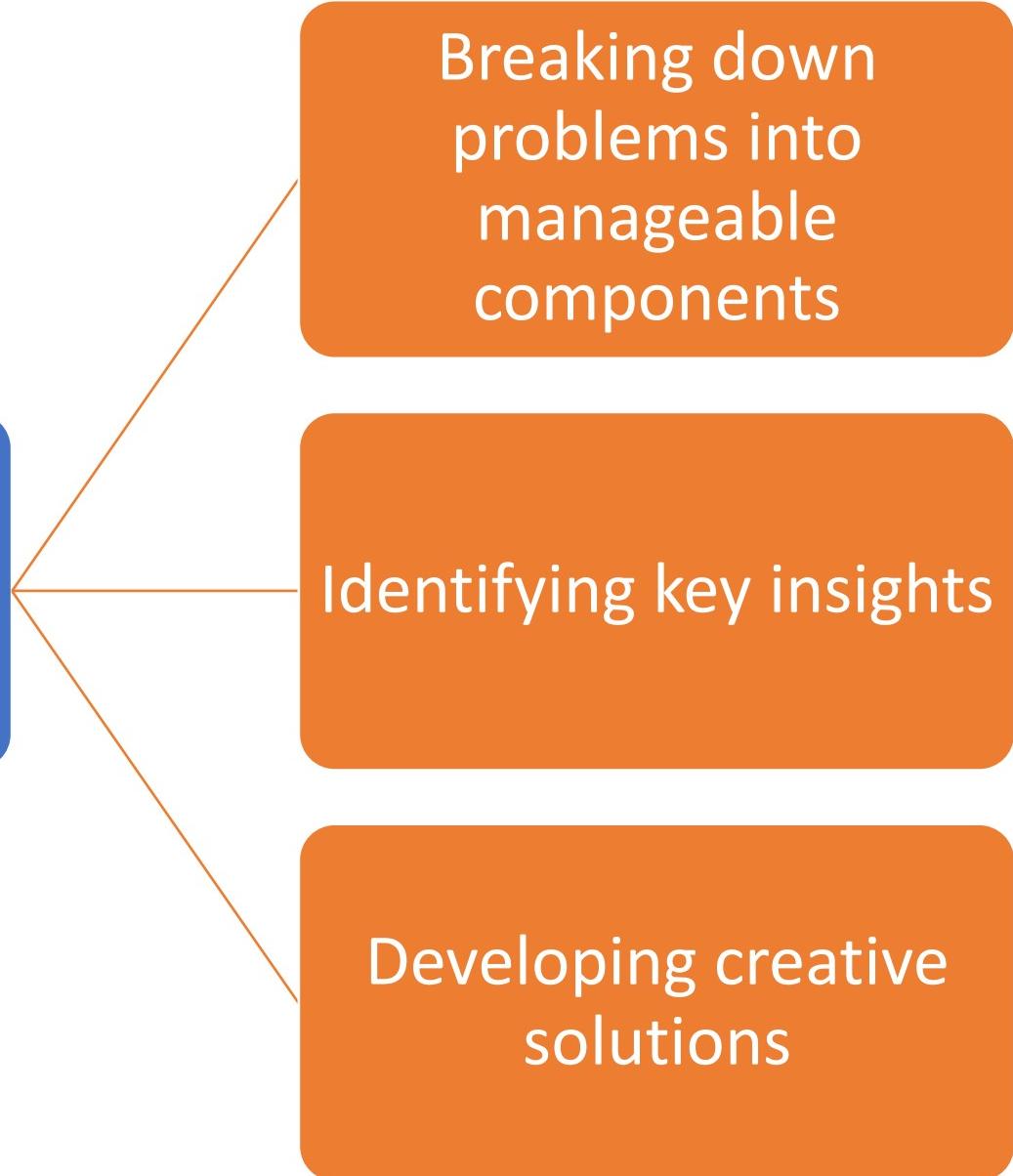
Parallel computing

Distributed systems
to handle large-
scale AI tasks

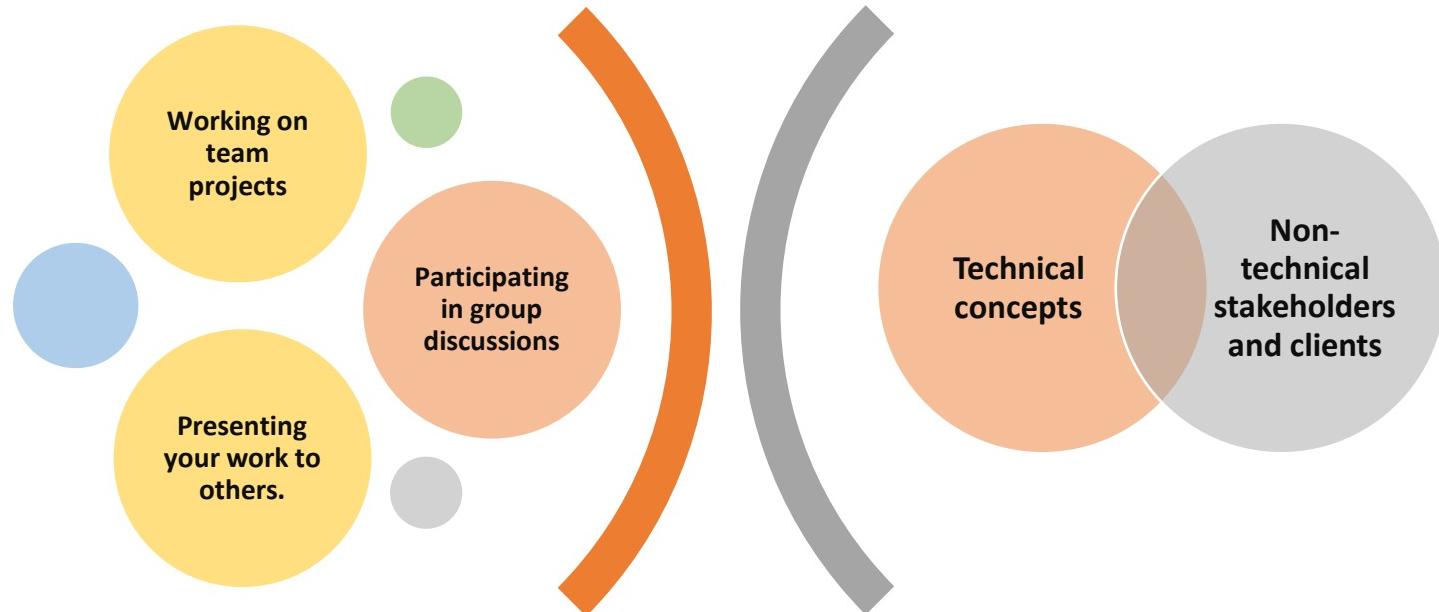


Problem-Solving and Critical Thinking

Problem-solving and critical thinking skills



Collaboration and Communication

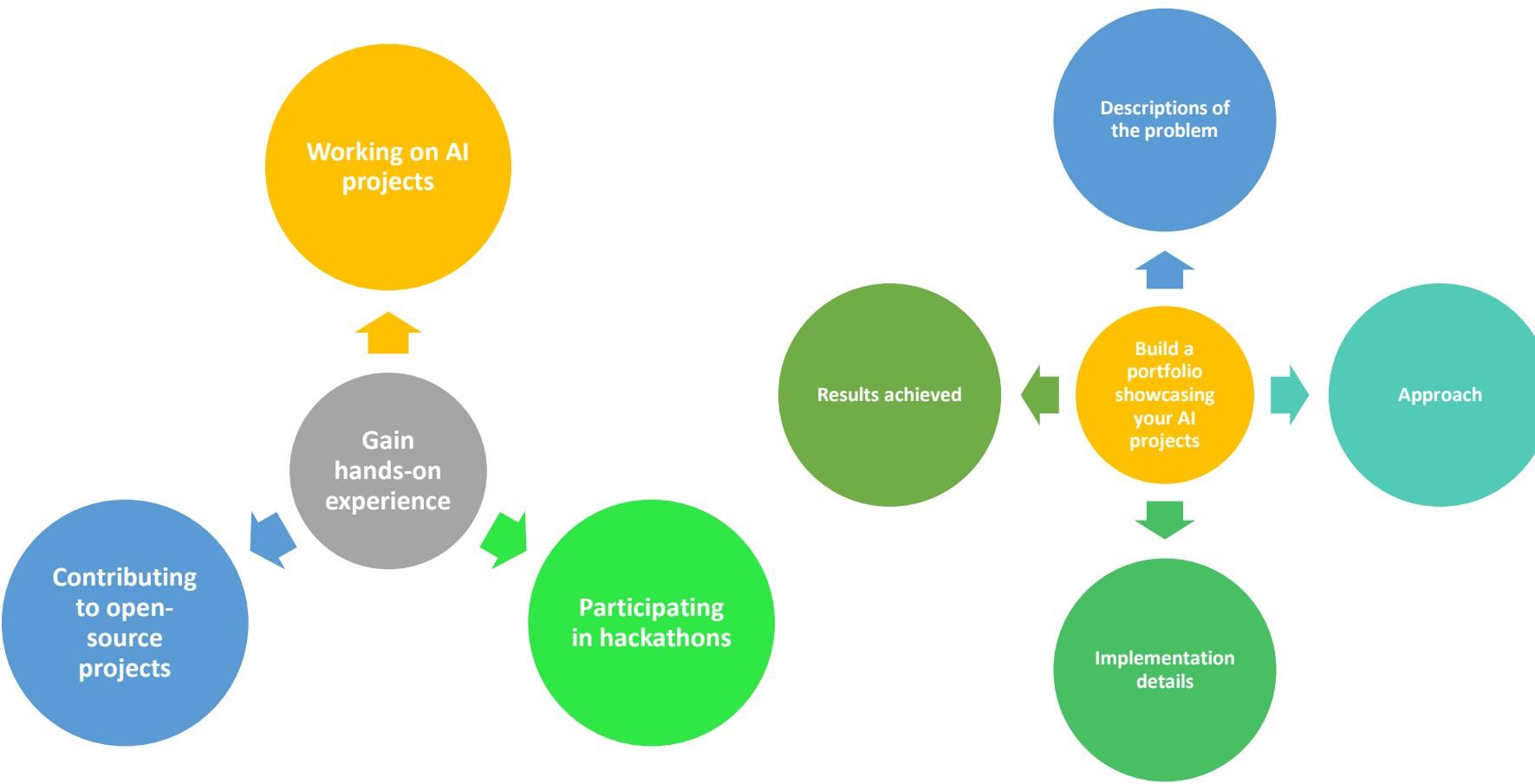


**Improve your collaboration
and communication skills**

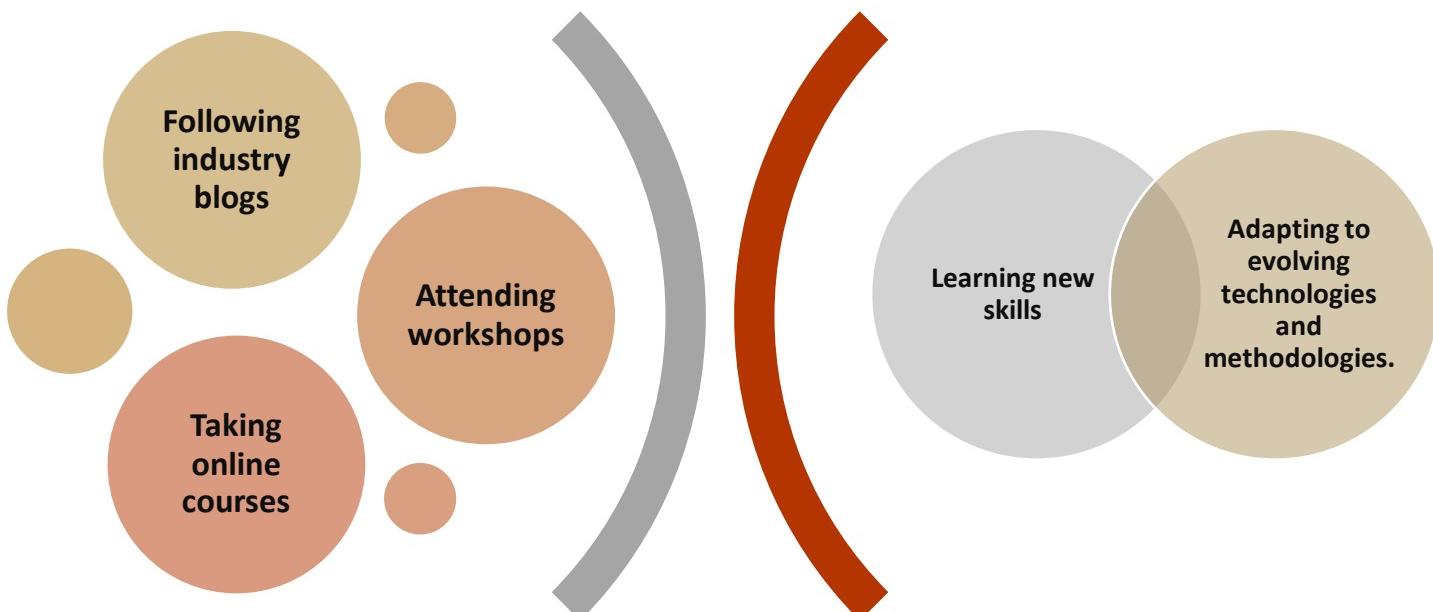
**Learn how to effectively
communicate**



Practical Experience and Projects



Stay Updated and Continuously Learn

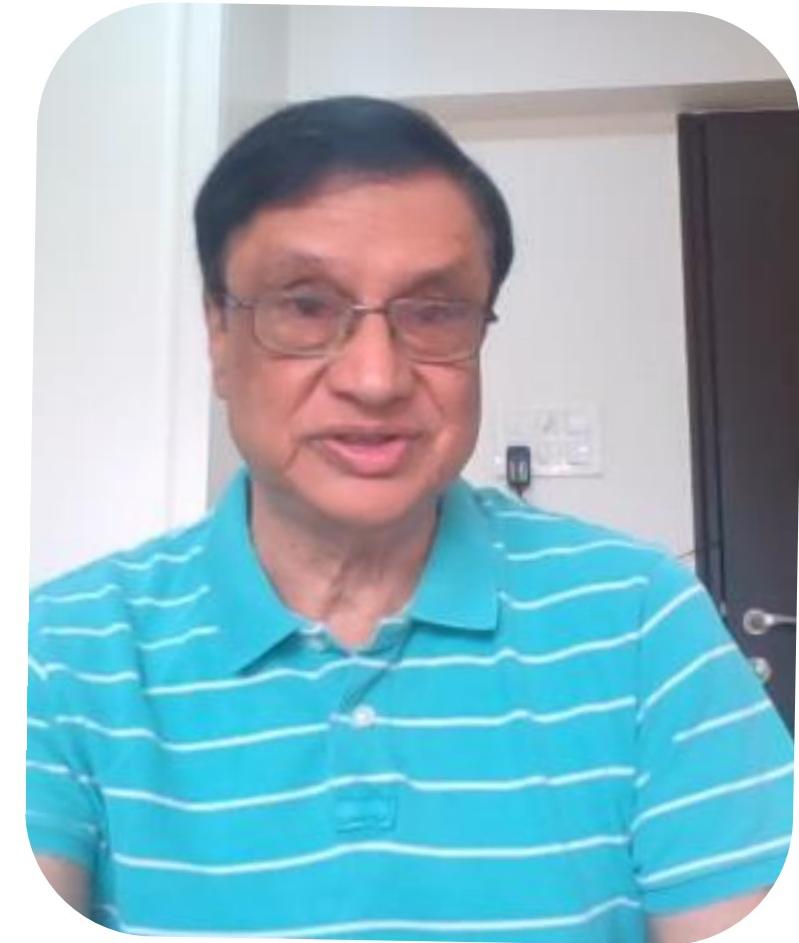
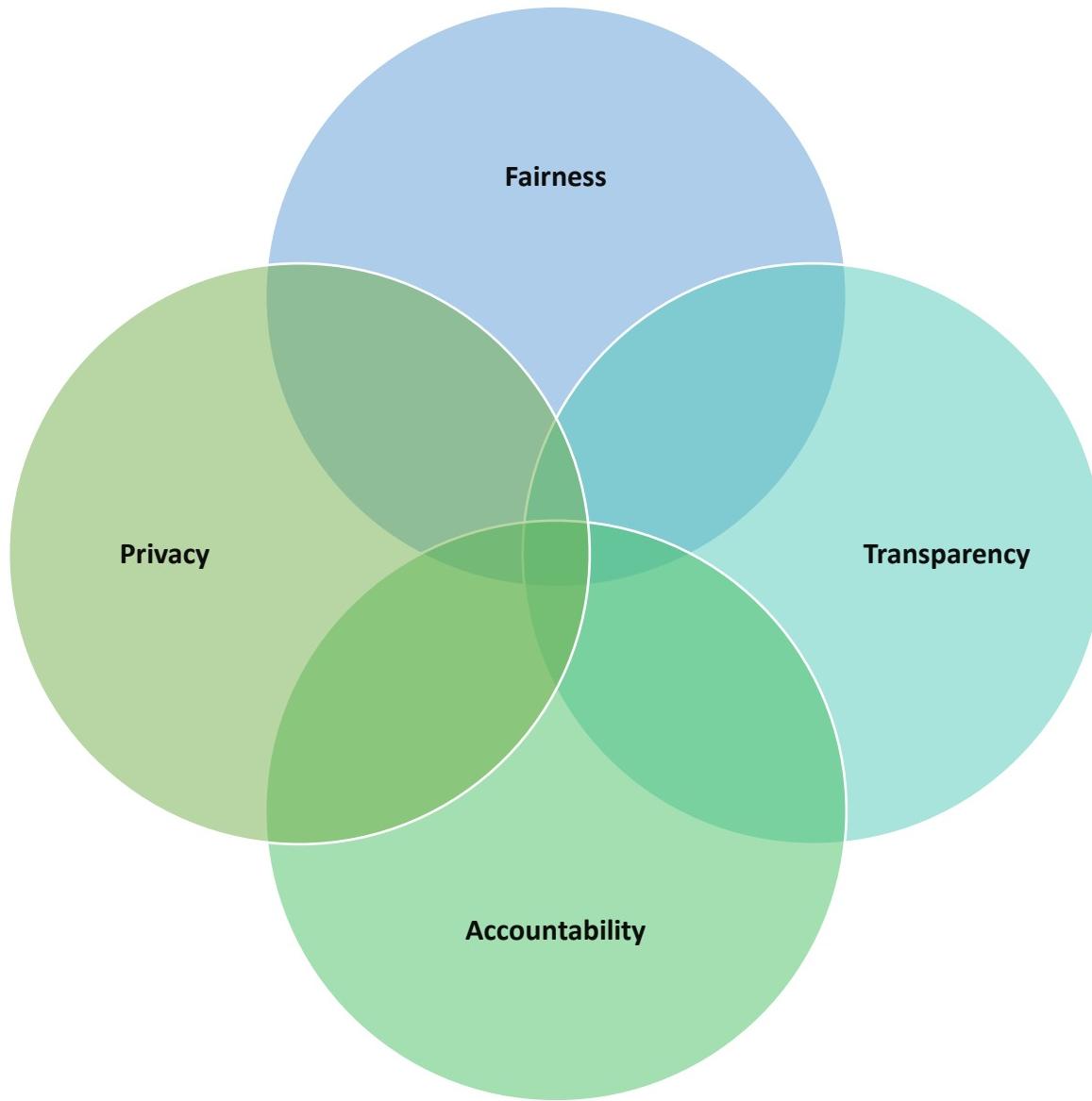


Stay informed about the latest trends, tools, and technologies in AI engineering

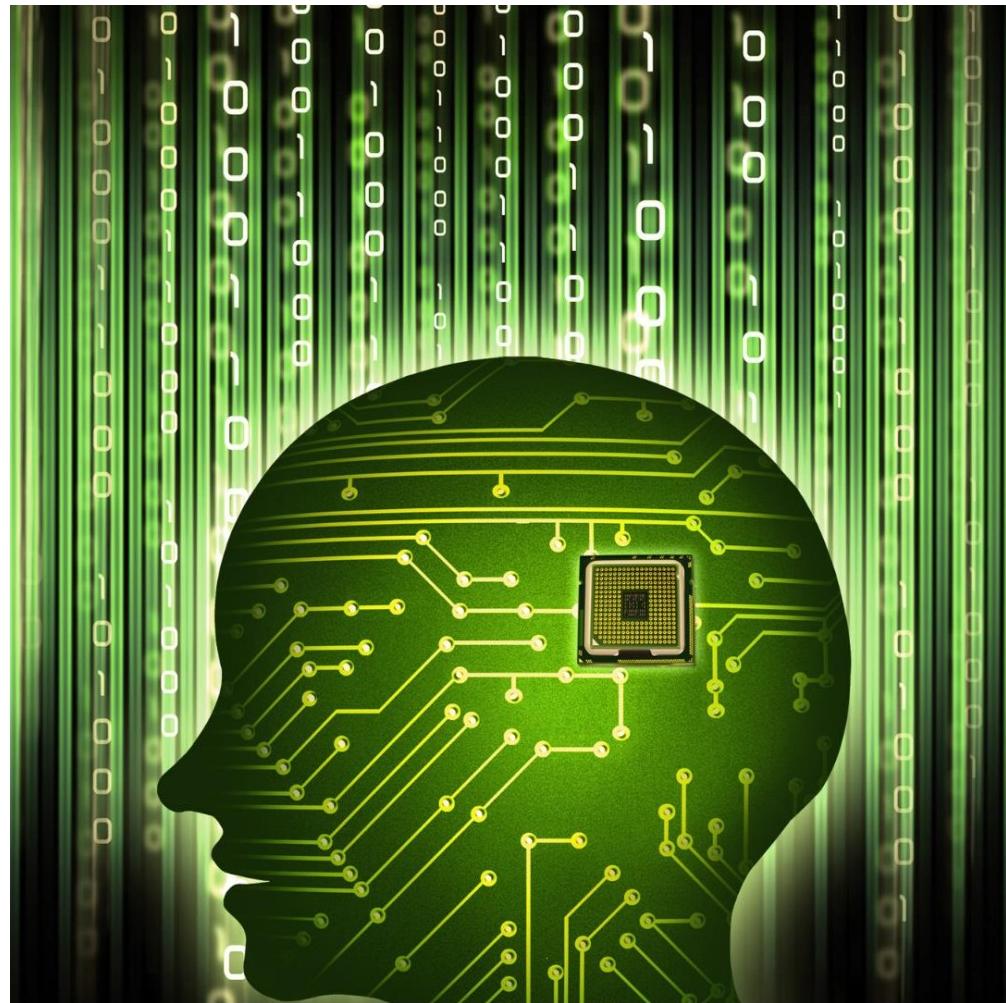
Embrace a growth mindset and be open to



Ethical and Responsible AI Development

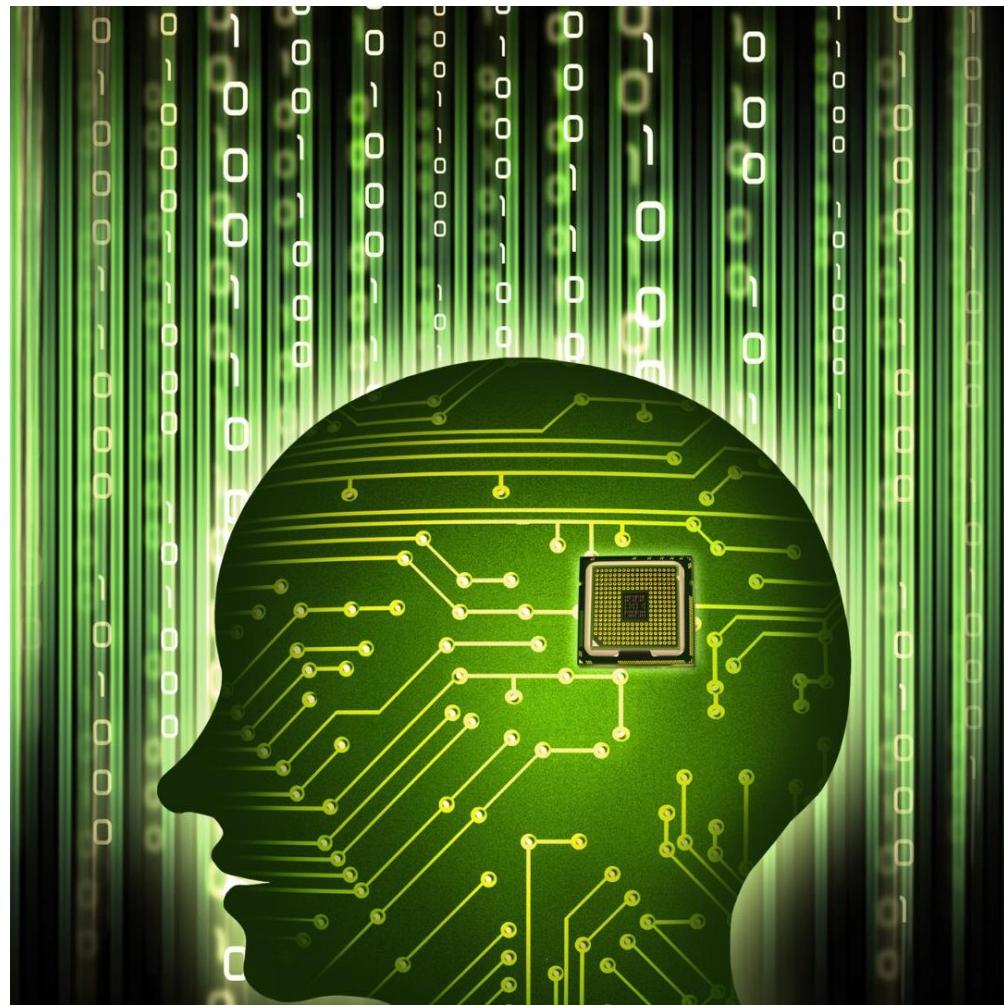


How to become a Successful AI Engineer?



What is next? Time to Summarize the course

Master in Artificial Intelligence



Master in Artificial Intelligence



Roadmap to become AI Engineer